Nekketsu Kakutou Densetsu (Import) FAQ/Walkthrough

by Dammit9x   Updated to v1.0 on Jul 9, 2006

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Nekketsu Kakutou Densetsu FAQ/Guide (Nintendo Entertainment System)
July 9, 2006 v1.0
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1. Game summary

 1a. Introduction
  Nekketsu Kakutou Densetsu is a 4-player fighting game produced by Technos
Japan in 1992. It is part of the Nekketsu (Hot-blooded High-school) series
starring Kunio and Riki (Alex and Ryan of River City Ransom fame). Like most
Technos games it never made it out of Japan. An English translation of the name
would be something like Nekketsu Brawling Legend.

 1b. Game modes
Story Mode
  This mode is available with 1-player + CPU partner or 2-player cooperative.
Eight teams of two fighters battle to determine who is the greatest, and team-
work plays an important role. Fighters get stronger after battles by leveling
up. The difficulty is self-adjusting: if you lose battles you fight weaker
```

teams. Winning results in more experience, but you have to face stronger teams.
   If after 19 battles you have won less than 15, the game ends. But if you win
15 battles you face the powerful tiger twins. This battle, while difficult, can
be attempted as many times as necessary. If you beat the twins, you see the end-
ing, the details of which depend on whether Kunio and/or Riki were in the team.

Battle Mode
   This mode is a 4-player free-for-all with up to 4 human players participating.
You choose the rules and the venue. Unlike Story mode there is no teamplay and
no leveling up. You can still import strong characters with passwords, however.

 1c. Menu options
   This diagram is intended to help players who can't read the menu text.

Game start
 |_Top: Story Mode
 | |_Select 1P-2P
 | |_(for each human player)
 | | |_Left: make custom character
 | | | |_Input name, month of birth, day of birth, blood type
 | | | |_Left: Confirm
 | | | |_Right: Redo
 | | |
 | | |_Right: use a password character
 | | |_Input a valid password
 | | |_Left: Confirm
 | | |_Right: Redo
 | |
 | |_(for each CPU player)
 | |_Left: use premade character
 | | |_Select character
 | |
 | |_Right: use a password character
 | |_Input a valid password
 | |_Left: Confirm
 | |_Right: Redo
 |
 | Between battles
 | |_Upper left: next battle
 | |_Upper right: view status and passwords
 | |_Lower left: view rankings
 | |_Lower right: quit to main menu
 |
 | Before final battle
 | |_Upper left: begin the battle
 | |_Upper right: view status and passwords
 | |_Lower: quit to main menu
 |
 | After 19th battle with less than 15 wins
 | |_Left: view status and passwords
 | |_Right: quit to main menu
 |
 |_Bottom: Battle Mode
    |_Select 1P-4P
       |_(for each human player)
       | |_Left: use a custom or password character
       | | |_Left: make custom character
       | | | |_Input name, month of birth, day of birth, blood type
       | | | |_Left: Confirm
       | | | |_Right: Redo

```
        |   |   |
        |   |   |_Right: use a password character
        |   |        |_Input a valid password
        |   |              |_Left: Confirm
        |   |              |_Right: Redo
        |   |
        |   |_Right: use a premade character
        |        |_Select character
        |
        |_(for each CPU player)
             |_Select a premade character
```

   For Story mode, you can use a premade character, but to do so you have to
input his password. Likewise for Battle mode, the only way to use a custom
character is by password. After setting up all the characters, choose a rule
(see section 7) and start playing.

2. How to play

 2a. Basic moves
A   Punch
B   Kick
A+B   Jump
  A   Punch
  B   Kick
D-pad   Walk
  A+B   Walking jump in direction pressed
    A   Punch
    B   Kick
L,L or R,R Run left or right
  U or D   Move upwards or downwards while running
  A   Running punch attack
  B   Running kick attack
  A+B   Running jump
    A   Running jump punch attack
    B   Running jump kick attack
D,D   Elbow slide (when facing downhill on a slope)
  A+B   Running jump
    A   Running jump punch attack
    B   Running jump kick attack
A or B   Guard (just before attack arrives)
A   Reversal front throw (facing opponent's incoming running attack)

Stunning: To stun the enemy so he leans over, hit him with several punches or
kicks. Hitting from behind or using Mach KTs stuns faster.

(stun)
  A or B   Power blow
  D-pad   Grab

Grabbing: Walk up to a stunned opponent from the front or behind to grab him.

(front grab)
  A   Front throw
  B   Irish whip towards your back

(back grab)
  D-pad   Move the opponent around
  A   Back throw
```

```
   B            Irish whip towards your front


Irish whip: When whipped the opponent is forced to run into walls, soft walls,
hazards, or the waiting arms of another fighter.


(Irish whip)
   A            Front throw (when facing the whipped fighter)


Knockdown: Any move other than normal punches or kicks knocks a fighter down.


(knockdown)
  A at edge          jumping elbow drop
  B at edge          jumping stomp
  A or B at center   pick up fighter
    A                slam near
    B                throw far
    D-pad            walk or run around
    A+B              jump
      A              slam near
      B              throw far
  U or D             sit on fighter
    A                mounted punch
    B                jumping stomp


 2b. Killer techs (KTs)
  Each fighter gets 1-3 KTs which depend on his date of birth. (See section 3b.)
The chart below explains how to perform them.


Mach Punch        replaces normal punch
Mach Kick         replaces normal kick
Spin Attack       P while landing from a jump (repeatable)
  S.A. followup   Do a Spin attack; As you hit the enemy, hold L or R.
Bomb Kick         K while landing from a jump (repeatable)
Jump Elbow        P after the peak of a jump
Jump Guillotine   K after the peak of a jump
High Spin Kick    D during a running jump
Mach Stomp        replaces jumping elbow drop
Stone Guard       replaces normal guard
Tornado Attack    Do a running jump kick; As you hit the enemy, hold L or R.


 2c. Combo techs (CTs)
  There are two combo techs, which require a partner and can only be done in
story mode. These moves do good damage, are unblockable and grant temporary
invincibility to one or both members, through they require coordination and
leave both members vulnerable while setting it up.
  To set up a type A CT, one partner stands on the other's shoulders. This is
usually done by jumping up, but can also be done by dropping down from higher
ground. The black bar on the CT indicator will start moving back and forth. At
this point the upper partner can punch, kick or jump normally while being
carried around. If the lower partner pushes B, or pushes A when the black bar
is in the white, the upper partner will just jump off. But if A is pressed when
it's in the orange region, the bottom partner will be launched at the enemy as
an invincible spinning homing missile. The initial direction is in front of the
bottom partner, so it's best to face the enemy before launching.
  For a type B CT the partners must face one another and walk together to join
arms. This looks similar to grabbing a stunned opponent. In this state the
black bar moves along the CT bar. If either member pushes B the grip is
released. If a member pushes A when the bar is in the white, he throws his
partner with a front throw. But if the bar is in the orange region they become
invincible, start spinning and turn into a homing missile with special graphics
```

that depend on the character who pushed A. (See section 2d.)
  To do CTs in 1-player story mode, hold A or B to call your partner. Button A
causes him to try to jump up and with B he'll try to join arms.

 2d. Character types
  There are four types of fighters (five if you count the tigers) which have
different moves and fighting styles. The differences seem to be in the initial
stats; the damage calculation formulas are the same for all of them.

```
Wrestlers          Well-rounded
Street fighters    Strong Punch
Kung fu fighters   Strong Kick
Judo fighters      Strong Throwing
```

Type	Punch	Kick	Power blow	Running punch	Running kick	Front throw	Back throw	Combo attack
Wrestler	Jab	Side-kick	Cross punch	Running shoulder	Running knee	Powerbomb	Suplex	Ice
Street fighter	Jab	Knee	Uppercut	Running hook	Running knee	Neckbreaker	Back-breaker	Light-ning
Kung Fu fighter	Back-hand	High kick	Double kick	Running elbow	Sliding kick	Jumping piledriver	Jumping bodyslam	Tornado
Judo fighter	Karate punch	Low kick	Crescent kick	Rolling attack	Rolling attack	Hip toss	Shoulder throw	Flame
Tiger twins	Side chop	Low kick	Turning uppercut	Spinning lariat	Running shoulder	Flying press	Flying press	Fire demon

3. Character parameters

 3a. Stats
HP: This is how much damage the fighter can take before being knocked out.
Maximum 255.

Punch, Kick & Throwing: These determine how much damage is done to the opponent
when you hit with punching, kicking, or grappling techniques, respectively.
Maximum 99.

Speed: This affects how fast the fighter can run or walk. Maximum 99. Speed is
always a multiple of 9 and so the actual speed is an integer from 1 to 11.

Defense: This reduces the amount of damage taken when hit and plays against the
opponent's Punch, Kick or Throwing.

Teamwork: This stat only applies to Story mode. It has 8 levels and determines
how effectively your team's CTs seek the enemy. At level 1 they don't stray far
from the starting point, and at level 9 they chase the enemy all over the
arena. Teamwork goes up automatically over time and goes down when team members
hit one another.

  Stats are the most important aspect of your fighter. Stats (except for
teamwork) go up when the character levels up. By the end of Story mode, your
team will likely be at or near maximum stats. The tiger twins battle will still

be difficult though, because they have stats higher than the maximum: Punch,
Kick, and Throwing at 112 and Defense at 160. Plus their teamwork is locked at
level 9.

   The stats are arranged on the status screen as follows:
```
HP        Throwing
Punch     Speed
Kick      Defense
```

 3b. KT types
   The Killer techniques that a fighter gets depend on his date of birth.
To predict a fighter's KTs, use the following formula:

KT# = Birth month + Birth day - 1

If the number is greater than 19, divide by 20 and take the remainder.
Match the resulting number with the techs on the table below.

KT#	Technique 1	Technique 2	Technique 3
0	Spin Attack	Mach Kick	
1	Stone Guard	Spin Attack	Bomb Kick
2	Jump Elbow	Stone Guard	Spin Attack
3	Jump Guillotine	Jump Elbow	Stone Guard
4	Mach Stomp	Jump Guillotine	Jump Elbow
5	Spin Attack	Bomb Kick	High Spin Kick
6	Mach Stomp	Tornado Attack	High Spin Kick
7	Mach Punch	Tornado Attack	High Spin Kick
8	Spin Attack	Mach Punch	
9	Spin Attack	Mach Punch	Tornado Attack
10	Jump Elbow	Bomb Kick	
11	Tornado Attack	High Spin Kick	
12	Mach Stomp	Mach Kick	Tornado Attack
13	Jump Guillotine	High Spin Kick	
14	Jump Elbow	Mach Kick	
15	Bomb Kick	Tornado Attack	High Spin Kick
16	High Spin Kick		
17	Spin Attack	Bomb Kick	Mach Kick
18	Tornado Attack		
19	Bomb Kick	Mach Kick	

Table adapted from http://www.rahga.com/nkd/

   As you can see, some KT numbers are better than others.

 3c. Zodiac compatibility
   The effectiveness of a team depends in part on the Zodiac matchup of its
members. Better compatibility makes it easier to perform Combo techs because
the black bar on the CT indictor moves more slowly. When it moves fast the move
is more likely to be botched. The Zodiac signs and corresponding birth dates
are given below, along with their Western counterparts. (By the way, the
Japanese names are literal translations of the Western names.)

#	Birth dates	Jap name	Western name
1	12/22- 1/20	Yagi	Capricorn
2	1/21- 2/18	Mizugame	Aquarius
3	2/19- 3/20	Uo	Pisces
4	3/21- 4/20	Ohitsuji	Aries
5	4/21- 5/21	Oushi	Taurus
6	5/22- 6/21	Futago	Gemini
7	6/22- 7/22	Kani	Cancer

```
 8   7/23- 8/22    Shishi          Leo
 9   8/23- 9/23    Otome          Virgo
10   9/24-10/23    Tenbin         Libra
11  10/24-11/22    Scorpio        Scorpio
12  11/23-12/21     Ite     Sagittarius
```

  Compatibilty is graphically represented by the color of the team outfit. The
colors from best to worst are red, blue, white, green, and yellow. The chart
below shows the team color that results from matching any two fighters.

```
     1    2    3    4    5    6    7    8    9   10   11   12
 1   C    E    B    B    D    B    A    C    D    C    E    C
 2   C    B    B    B    C    B    D    A    B    E    C    B
 3   C    A    D    A    B    E    B    D    C    C    B    C
 4   B    B    C    D    C    D    B    B    A    C    C    C
 5   B    B    C    B    B    D    E    D    A    E    B    A
 6   C    C    A    C    D    C    B    B    C    B    B    D
 7   D    B    C    B    C    E    A    C    C    B    B    A
 8   C    B    D    C    D    C    C    C    A    D    C    B
 9   D    D    C    E    C    B    C    C    A    B    B    E
10   B    E    B    A    C    C    D    B    C    A    D    B
11   B    D    B    C    C    C    B    B    E    C    A    D
12   A    A    C    C    A    A    C    E    E    D    B    C
```

Table adapted from http://www.rahga.com/nkd/

4. Premade characters
  There are 16 premade characters to pick from for Battle mode or your CPU
partner in Story mode. Each row is a different fighter type, and the columns are
stronger going to the left and weaker to the right. The procedure for playing a
premade character in Story mode is simple: Start a Battle mode game, choose not
to make a custom character, and pick the fighter you want. Then note the
password. Enter this password in Story mode.

```
 Name     Blood type
 DOB  KTxx   Zodiac
 MHP Pu Ki Th Sp De

╪-------------------------------------------------------------------------------╪
|Kunio          AB |Shibata          AB |Ishiduki          O |Yamaishi          A|
|11/27 KT17     Ite |10/17 KT06   Tenbin |4/4   KT07 Ohitsuji |6/28  KT13     Kani|
|198 49 57 45 90 47 |190 42 35 39 90 51 |179 26 31 29 81 48 |175 40 41 44 90 27|
|-------------------------------------------------------------------------------|
|Riki            ? |Ebihara          AB |Mashiba          A |Jinnai            O|
|5/5   KT09   Oushi |9/2   KT10    Otome |8/20 KT07    Shishi |6/11  KT16  Futago|
|204 55 44 51 81 43 |198 52 42 48 81 44 |188 39 29 32 99 47 |169 48 31 43 90 41|
|-------------------------------------------------------------------------------|
|Himeyama         B |Raidou           O |Aoi            AB |Anzawa            B|
|1/19  KT19    Yagi |12/20 KT11     Ite |3/3   KT05       Uo |7/3   KT09     Kani|
|202 46 64 43 99 58 |175 37 52 39 81 51 |171 36 59 45 90 60 |178 37 55 45 81 51|
|-------------------------------------------------------------------------------|
|Midou            B |Fujikura         A |Suga             A |Ookumi            O|
|1/1   KT01    Yagi |11/6  KT16  Sasori |5/25 KT09   Futago |2/19  KT00       Uo|
|203 32 34 66 81 59 |206 35 30 68 90 53 |194 39 38 63 81 56 |190 32 38 63 81 49|
╪-------------------------------------------------------------------------------╪
```

It is also possible to play as the tiger twins by using a code (see section 8).
Note that the twins you fight in Story mode have higher stats.

```
                         ‡--------------------------------------‡
Tiger twins:             |Toraji          B |Toraiji        AB |
                         |9/1   KT09    Yagi |12/6  KT17  Tenbin |
                         |254 99 94 75 99 95 |255 99 90 99 90 82 |
                         ‡--------------------------------------‡
```

5. Items
   When a fighter is defeated an item is dropped after the body disappears. These
have various effects, usually good, for the fighter who picks them up. Note that
the stat boosts given are temporary; they last for the current battle only.
However, they can raise punch, kick, throw and defense above 99. Items disappear
if not picked up in about 6 seconds.

```
Item              Effect
Hamburger          30 HP
Onigiri            50 HP
Fish               70 HP
Curry & rice      100 HP
Bento             150 HP
Shrimp tempura    200 HP
Mushroom          Randomly gain or lose 50% HP
Sushi             +32 MHP and refills HP
Boxing gloves     +32 Punch (dropped by street fighters only)
Kung fu shoes     +32 Kick (dropped by kung fu fighters only)
Black belt        +32 Throw (dropped by judo fighters only)
Band-Aid          +32 Defense
Running shoes      +1 Speed (dropped by wrestlers only)
Iron geta          -3 Speed
Blue capsules     Revives your ally if he's dead; otherwise it does nothing.
Gray capsules     After the battle, the rule changes to a different random rule.
Pink capsules     Strengthens CTs
Red capsules      Invincibility for about 8 seconds; doesn't work on hazards
```

The Blue and Pink capsules only appear in Story mode. The Gray capsule can be
found in Battle mode but it doesn't do anything there.

Since some items are hard to identify, I'll describe the appearance of them
here. I had to use my imagination for some of these.

Hamburger: Very tall burger with paper underneath.
Onigiri: Two triangular rice balls, broadside facing right.
Fish: The distinguishing feature is two chopsticks laid across the plate, and
what looks like an eye underneath. I think it's a fish anyway.
Curry & rice: Fork, drink and plate half white, half brown stuff.
Bento: Brown boxes and a small drink beside them. Looks like a stack of waffles.
Shrimp tempura: Two sausage shaped things on a high platter.
Mushroom: A big brown mushroom tilted to the right.
Sushi: Two blocks on a brown sushigeta (wooden platter) with cup and chopsticks.
Boxing gloves: Bright red, strung together, and pointed down.
Kung fu shoes: Round, brown, featureless shoes pointing left.
Black belt: A curvy black squiggle.
Band-Aid: Pink and laid diagonal, with the white pad in the middle.
Running shoes: 80s style hi-tops pointing left. Looks more like a bead necklace.
Iron geta: Looks very much like a cinderblock split lengthwise.
Capsules: These are all pairs of giant, two-toned pills.

6. Battle venues
   There are eight venues in total:

```
1. Arena: Soft walls
2. Powerstation: 2 electric walls
3. Factory: blast pipe, moving floor, spike wall, spike floor
4. Minefield: 5 mines
5. Freezer: slippery floor, spike floor
6. Waterfall: moving floor, spike floor
7. Bridge: blast pipe, disappearing floor, spike wall, spike floor
8. Tiger arena: No hazards; only available in Story mode

Explanation of hazards:
Soft wall: Running into a soft wall turns you around instead of knocking down.
Slippery floor: Bodies slide along the floor and it's hard to change direction.
Moving floor: The floor carries bodies towards spikes.
Disappearing floor: Floor periodically disappears, revealing spikes.
Blast pipe: Enter the hole and get blasted out the pipe; damages bystanders
Spikes: 8 damage; victim goes flying
Electric wall: 16 damage; victim goes flying and shocks others (for less damage)
Mine: 48 damage; victim goes flying and mine disappears

In Story Mode, the venues are played in the following cycle:
Round 1: 1-4, 5
Round 2: 1-4, 6
Round 3: 1-4, 7
Round 4: 1-4
Each round paints the arenas in a different color scheme.
The tiger twins battle is always fought in venue 8.

In Battle mode player 1 chooses the venue before each battle.


7. Rules
  Rules are special methods of winning or losing the battle other than by
elimination. Typically wins are by knockout but occasionally the rules play a
role. Before beginning Story or Battle mode, you must choose a rule. The rule
may be changed by picking up a gray capsule. This happens even if the rule
changer was picked up by the losing team. Rule 5 is always applied for the
final Story mode battle vs. the tiger twins.

Rule 1: A team that strikes 10 times with the B-type combo attack wins. Combo
attacks that strike both opponents count for two. (Story mode only)

Rule 2: In Battle mode, a fighter that gets hit 10 times by spikes or
electricity loses, and the fight goes on. In Story mode, a team that gets hit
10 times loses.

Rule 3: If a fighter executes 10 specific throws, he or his team wins. The
throw might be a front throw, a back throw, a front Irish whip or a back Irish
whip. The correct throw is indicated by a tone.

Rule 4: If a fighter takes no damage for about 50 seconds he or his team wins.

Rule 5: No special conditions are applied.


8. Secret codes

Sound test: At the title screen, hold select and left and then press A.

Choose the same character more than once: On the title screen, hold A and B on
```

controller two and then push start on controller one.

Go directly to the final battle: On the title screen, hold select+right and press A. Then select story mode.

Play as the Tigers: Choose Battle mode, choose the number of players, push right to not use a custom fighter, then hold select and press A, Right, A to use Toragi or A, Left, A to use Toraichi.

Codes adapted from http://www.gamefaqs.com/console/nes/code/581215.html

9. Hacking table

For the following addresses, add 0x1 to reach the next character
04C2 Current HP
04C6 Defense
04CA Punch
04CE Kick
04D2 Throw
04D6 Speed (don't raise it any higher than 0F)

The following addresses only pertain to Story mode:
04EA Levels to be gained by player 1 at the end of battle
04EB Levels to be gained by player 2 at the end of battle
05EB Player 1 Max HP
05EC Player 2 Max HP

CLOSING

Information from the following sources was used in this guide:

http://www.rahga.com/nkd/ for the KT tables.
http://www.gamefaqs.com/console/nes/code/581215.html for the codes.

  The rest of this document is my own work. Any questions, comments, corrections or complaints should be addressed to the address below, with clear indication in the subject line that the email is concerning this FAQ.
  Given that I prefer to write for obscure titles, I enjoy hearing from people who read my guides. If you've played the game and used the FAQ, feel free to drop me a line and tell me what you think.

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